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slight_ButtonInput__minimal
  minimal example for slight_ButtonInput lib usage.
  debugport: serial interface 115200baud

hardware:
  Arduino board of any type.
  A3 --> Pushbutton closing to GND

libraries used:
  ~ slight_ButtonInput

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```
#undef min
```

```
#undef max
```

```
#include
```

```
#include
```

```
// -----
```

```
// slight_ButtonInput things
```

```
boolean mybutton_get_input(slight_ButtonInput instance) { // read input + invert: button closes to GND. return !digitalRead((instance).pin);  
}
```

```
void mybutton_event(uint8_t test) {  
  Serial.print(F("thing:"));  
  Serial.println(test);  
  // Serial.print(F("this:"));  
  // Serial.println(this);  
  // void mybutton_event(slight_ButtonInput instance) { // switch ((instance).getEventLast()) {  
  // case slight_ButtonInput::event_click : {  
  // Serial.println(F("click"));  
  // } break;  
  // case slight_ButtonInput::event_click_long : {  
  // Serial.println(F("click long"));  
  // } break;  
  // case slight_ButtonInput::event_click_double : {  
  // Serial.println(F("click double"));  
  // } break;  
  // }  
}
```

```
// using default values:
```

```
slight_ButtonInput mybutton1(1, A3, mybutton_get_input, mybutton_event);
```

```
// -----
```

```

// setup
// -----
void setup() {
// -----
// init serial
// wait for arduino IDE to release all serial ports after upload.
delay(1000);
Serial.begin(115200);
delay(500);
Serial.println();

```

```

// -----
// print short welcome text
Serial.println(F("slight_ButtonInput__minimal.ino sketch."));
Serial.println(F("minimal example for library usage."));

// -----
// start slight_ButtonInput
Serial.println(F("setup slight_ButtonInput:")); {
    Serial.println(F("    pinMode INPUT_PULLUP"));
    pinMode(mybutton1.pin, INPUT_PULLUP);
    Serial.println(F("    mybutton.begin();"));
    mybutton1.begin();
}
Serial.println(F("    finished."));

// -----
Serial.println(F("Loop:"));

```

```

}

// -----
// main loop
// -----
void loop() {
mybutton1.update();
// nothing else to do here...
}

// -----
// THE END :-)
// -----

```